

CLAIMS

What is claimed is:

- 5 1. A gaming device comprising:
 - a. a gaming device housing;
 - b. a rotatable container coupled to the gaming device housing;
 - c. at least one moveable object configured to be moved within the container, the moveable object comprising at least one moveable object symbol;
 - d. a controller;
 - e. at least one controller selectable object in communication with the controller, the controller selectable object being displayed to a player, the controller selectable object being substantially similar in appearance to the moveable object, whereby the controller selectable object being displayed to the player provides an illusion that controller selectable object is the moveable object; and
 - f. a game display in communication with the controller, the game display comprising a plurality of display positions, the game display being configured to display a display symbol in at least one display position, wherein a game outcome at least partially depends on the display position of the display symbol.
- 10 2. The gaming device of claim 1, wherein the game display comprises a representation of a bingo card.
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3. The gaming device of claim 1, wherein the game display comprises a matrix of at least one cell formed in one or more rows and columns, each cell correlated to a display position, the controller being configured to select a controller selectable object and display a display symbol on the game display until either a row, a column, or a diagonal of the matrix is filled with display symbols.
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4. The gaming device of claim 3, wherein a game winning event occurs when either a row, a column, or a diagonal of the matrix is filled with display symbols.
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5. The gaming device of claim 1, wherein at least the container and the moveable object appear as video images.
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6. The gaming device of claim 1, wherein the rotatable container is manually rotatable by the player.
7. The gaming device of claim 1, wherein the rotatable container is mechanically rotatable in response to a signal from the controller.
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8. The gaming device of claim 7, wherein the controller directs the rotatable container to rotate when no active game is being played on the gaming device.

9. The gaming device of claim 1, further comprising an actuating device in communication with the container, the actuating device being configured to drive the rotatable container and cause the moveable object to be moved within the container.

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10. The gaming device of claim 1, wherein the container is rotatable about a horizontal rotational axis.

11. The gaming device of claim 1, wherein the controller selects a plurality of controller selectable objects and displays a plurality of display symbols on the display, the arrangement of the display symbols on the display determining the game outcome.

12. The gaming device of claim ,1 wherein the rotatable container is mounted in the gaming device housing such that at least a portion of the bottom of the rotatable container is hidden from the player's view.

13. The gaming device of claim 1, further comprising at least one controller recognizable indicium appearing on the controller selectable object.

20 14. The gaming device of claim 13, wherein the controller recognizable indicium comprises a symbol.

15. The gaming device of claim 14, wherein the symbol of the controller selectable object at least partially determines the bonus game outcome.
16. The gaming device of claim 14, wherein the identity of the symbol determines in which display position the symbol is displayed.
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17. The gaming device of claim 1, wherein the container is substantially in the shape of a cylinder.
- 10 18. The gaming device of claim 17, wherein the container is horizontally mounted.
19. The gaming device of claim 1, wherein the container is substantially in the shape of a cage.

20. A gaming method comprising, but not necessarily in the order shown:

- a. moving a moveable object within a container;
- b. producing a random game outcome;
- 5 c. associating the random game outcome with at least one game outcome determining object, the game outcome determining object configured to at least partially convey a game outcome to a player, the game outcome determining object being substantially similar in appearance to the moveable object, wherein the similarity of the game outcome determining object to the moveable object provides an illusion to the player that the moveable object at least partially determines the game outcome;
- 10 d. selecting a game outcome determining object that conveys the random game outcome;
- e. displaying a display symbol on a game display having a plurality of display positions; and
- 15 f. defining the game outcome according to the position of the display symbol displayed on the game display.

21. The method of claim 20, wherein the game display comprises a representation of a bingo card.

22. The method of claim 20, wherein the game display comprises a matrix of one or more cells formed in one or more rows and columns, and further comprising allowing a controller to select a game outcome determining object and display a corresponding symbol on the game display until either a row, a column, or a diagonal of the matrix is filled with display symbols.
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23. The method of claim 20, wherein the game display comprises a matrix of one or more cells formed in one or more rows and columns, and further comprising allowing a controller to select a game outcome determining object and display a display symbol on the game display until either a row, a column, or a diagonal of the matrix is filled with display symbols.
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24. The method of claim 23, further comprising generating a game winning event when the game outcome comprises either a row, a column, or a diagonal of the matrix being filled with display symbols.
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25. The method of claim 20, wherein the display symbol is selectable from a group consisting of letters and numbers.
- 20 26. The method of claim 20, wherein at least the container and the moveable object appear as video images.

27. The method of claim 20, further comprising moving the container when no active game is being conducted on the gaming device.
28. The method of claim 20, further comprising a player manually moving the container.
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29. The method of claim 20, further comprising mechanically moving the container in response to a signal from a controller.
30. The method of claim 20, further comprising rotating the container about a horizontal axis
10 when a bonus game is played.
31. The method of claim 20, wherein the game outcome determining object comprises a symbol.

32. A gaming device comprising:

- a. a plurality of game outcome indicating means configured to at least partially convey a game outcome;
- b. visual means for providing visual stimulation to a player, the means for providing visual stimulation to the player being substantially similar in appearance to the game outcome indicating means, wherein the similarity between the visual means and the game outcome indicating means provides an illusion that the visual means at least partially determines the game outcome;
- c. a selection means for randomly selecting a plurality of outcome indicating means; and
- d. a game display means for displaying a plurality of display symbol means, the display symbol means displayed depending on the identity of the selected outcome indicating means, the game display means being in communication with the selection means, the game display means having a plurality of display positions, wherein the game outcome depends on the alignment of the display symbol means displayed on the game display means.

33. The gaming device of claim 32, wherein the game display means comprises a representation of a bingo card.

34. The gaming device of claim 32, wherein the game display means comprises a matrix of at least one cell formed in one or more rows and columns, each cell correlated to a display position, the selection means being configured to select a game outcome indicating means and a display symbol means on the game display means until either a row, a column or a diagonal of the matrix is filled with display symbol means.
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35. The gaming device of claim 34, wherein a game winning event occurs when either a row, a column, or a diagonal of the matrix is filled with display symbol means.
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36. The gaming device of claim 32, wherein the visual means and the outcome indicating means appear as video images.
37. The gaming device of claim 32, wherein the visual means comprises a rotatable container and an object moveable within the container.
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38. The gaming device of claim 32, further comprising a means for providing a primary game, whereby the gaming device is configured to provide a bonus game to a player.
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39. The gaming device of claim 32, further comprising containment means for holding the visual stimulation means.

40. The gaming device of claim 39 wherein the containment means is rotatable and further comprising actuating means for rotating the containment means.
41. The gaming device of claim 39 wherein the selection means directs the actuating means to rotate the containment means when no active game is being played on the gaming device.
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42. The gaming device of claim 32 wherein the visual means comprise at least one symbol, the symbol configured to at least partially convey the game outcome.

43. A gaming device comprising:

- a. a housing;
- b. a rotatable container rotatably coupled to the housing;
- 5 c. a plurality of moveable objects inside the rotatable container;
- d. an actuator in communication with the rotatable container, the actuator configured to rotate the rotatable container;
- e. a display coupled to the housing, the display comprising a plurality of display positions; and
- 10 f. a controller in communication with the display, the controller adapted to generate a game outcome and indicate the game outcome on the display.

44. The gaming device of claim 43 wherein the display comprises a representation of a bingo card.

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45. The gaming device of claim 43 wherein the game outcome is at least partially conveyed by the display positions indicated by the controller.

46. The gaming device of claim 43 wherein the display comprises a matrix of at least one cell formed in at least one row and at least one column, each cell correlated to a display position, wherein a game winning event occurs when a matrix row, column, or diagonal 20 of display positions are indicated by the controller.

47. The gaming device of claim 43 wherein the actuator is manually operable.
48. The gaming device of claim 43 wherein the actuator comprises a mechanical actuator in communication with the controller, the controller configured to direct the actuator to rotate the rotatable container.
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49. The gaming device of claim 48, the mechanical actuator further comprising a clutch mechanism.
- 10 50. The gaming mechanism of claim 48 wherein the rotatable cylinder comprises a flange, further comprising a belt in communication with the actuator and the flange, wherein the actuator will drive the belt, and the belt will drive the flange, causing the rotatable container to rotate.
- 15 51. The gaming device of claim 43, the rotatable container further comprising at least one agitator configured to agitate the moveable objects.
52. The gaming device of claim 51 wherein the agitator comprises at least one rod.

53. A gaming apparatus comprising:

- a. a gaming device configured to allow a player to place a wager on a game of chance and to randomly determine a game outcome;

5 b. a rotatable container comprising a plurality of moveable objects, wherein the rotatable container comprises a simulation of a bingo-ball container.

54. The gaming apparatus of claim 53, further comprising a display, wherein the display comprises a simulation of a bingo card.

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55. The gaming apparatus of claim 54 wherein the game of chance comprises a simulation of a bingo game.

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